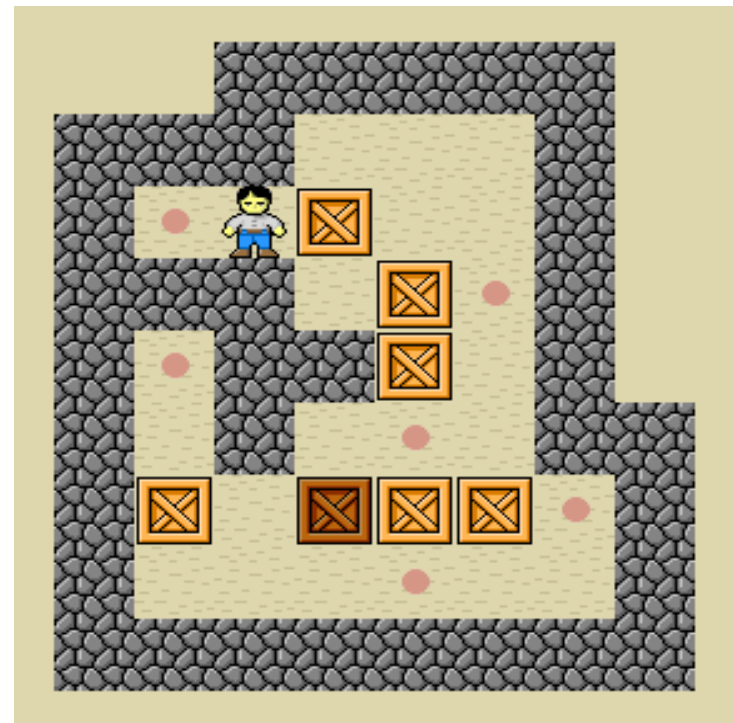


POKOBAN

(aka "SOKOBAN")



A Transport Puzzle Game

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- Specifications
 1. Single Player
 2. Windows XP 32-bit compatible

- Libraries to be included:
 1. Standard C/C++ libraries (e.g. iostream, conio, stdlib)
 2. Graphics library
 3. Third-party library (e.g. SDL.h)

- Functions/Features

1. Main Menu – Start Game and Exit
2. Multi-level progression (up to 10 levels or more)
3. In-game Pause, Resume, Restart and Exit
4. Pictures/Sprites for game elements

*Expected Output



*output may or may not be the same as in image shown above